followers & occupations

pressun press

1. introduction

Module for Slaying & Spelunking for optional character traits.

1.1. followers

Followers can have the same traits as player characters[1] or a single trait that is used for everything.

1.1.1. artisan

Spend one notch to re-roll one die when crafting. Gain one notch for each new item created.

1.1.2. minstrel

Spend one notch to re-roll one die rolled by an ally if a performance is ongoing. Gain one notch for each new creative work.

1.1.3. merchant

Spend one notch to re-roll one die when making a deal. Gain one notch for every completed trade route.

1.1.4. messenger

Spend one notch to re-roll one die when preventing a message from being stolen. Gain one notch for every message delivered.

1.1.5. squire

Spend one notch to re-roll one die when following an order. Gain one notch for each completed order.

1.1.6. writer

Spend one notch to re-roll one die when preventing the destruction of literature. Gain one notch for surviving a violent conflict without rolling.

1.1.7. scholar

Spend one notch to re-roll one die when remembering something in your field of interest. Gain one notch for each new discovery.

1.1.8. sailor

Spend one notch to re-roll one die when preventing a ship from sinking. Gain one notch for returning to shore from a trip.

1.1.9. wizard

Action: Warn of a specific oncoming danger. Spend one notch to re-roll one die when identifying something magical. Gain one notch for every unheeded warning that came true.

1.1.10. cook

Spend one notch to re-roll one die when cooking food. Gain one notch for every meal completed.

1.1.11. guard

Spend one notch to receive damage intended for someone or something else. Gain one notch for every night survived without violent conflict.

1.1.12. farmer

Spend one notch to re-roll one die when using farming tools. Gain one notch for every harvest.

1.1.13. miner

Spend one notch to re-roll one die when using mining tools. Gain one notch for returning to the surface.

1.1.14. gambler

Spend one notch to re-roll one die when betting everything. Gain one notch for winning.

[1] Including additional traits from modules

2. notice

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